Character Name _	Chains
Alternate Identities	
Player Name	



CHARACTERISTICS					
Val	Char	Points	Roll		
_15	STR	5	12-		
18	DEX	16	<u>13-</u>		
10	CON	0	<u>11-</u>		
10	INT	0	<u>11-</u>		
_14	EG0	4	12-		
_15	PRE	5	12-		
8	OCV	_ 25			
8	DCV	25			
_ 5	OMCV	6			
_ 5	DMCV	6			
6	SPD	40			
10/40	PD	8			
10/35	ED	8			
8	REC	4			
45	END	5			
10	BODY	0	Total Cost		
30	STUN	5	162		

CURRENT STATUS				
	Maximum	Current		
END	45			
BODY	10			
STUN	30			

VITAL INFORMATION
HTH damage (STR/5)d63d6
Lift 200kg STR END Cost 1
Phases 1 2 3 4 5 6 7 8 9 10 11 12
Base OCV <u>8</u> Base DCV <u>8</u>
Base OMCV <u>5</u> Base DMCV <u>5</u>
Combat Skill Levels +1 Overall
Presence Attack (PRE/5)d6 <u>3d6</u>

EXPERIENCE POINTS				
Total Points	322			
Total Experience Earned	0			
Experience Spent	22			
Experience Unspent	0			

	HIT LO					
3d6 Roll	Location	STUN	STUN	BODY x	To Hit	Defense/ Weight
3-5	Head	x5	x2	x2	-8	/
6	Hands	x1	X½	X½	-6	
7-8	Arms	x2	X½	X½	-5	/_
9	Shoulders	хЗ	x1	x1	-5	/_
10-11	Chest	хЗ	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	х4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	X½	x½	-6	/
17-18	Feet	x1	X½	X½	-8	/
			Avei	rage D	ef_	
DCV N	/lodifier		Tota	l Weig	jht .	
	Modifier r Notes			_	7	1

ATTACKS & MANEUVERS					
Maneuver	Phase	OCV	DCV	Effects	
Block	1/2	+0	+0	Block, abort	
Brace	0	+2	1/2	+2 OCV vs R. Mod.	
Disarm	1/2	-2	+0	Disarm, STR v. STR	
Dodge	1/2	_	+3	Abort, vs. all attacks	
Grab	1/2	-1	-2	Grab 2 limbs	
Grab By	1/2†	-3	-4	Move & Grab; +(v/10) to STR	
Haymaker	1/2*	+0	-5	+4 DCs to attack	
Move By	1/2†	-2	-2	STR/2 + v/10; you take 1/3	
Move Through	1/2†	-v/10	-3	STR + v/6; you take ½ or full	
Multiple Attack	1	var	1/2	Attack multiple times	
Set	1	+1	+0	Ranged attacks only	
Shove	1/2	-1	-1	Push 1m per 5 STR	
Strike	1/2	+0	+0	STR or weapon	
Throw	1/2	+0	+0	Throw w/ STR dmg	
Trip	1/2	-1	-2	Knock target Prone	

DEFENSES				
Type Amount/Effec				
Normal PD	10/40			
Resistant PD	0/30			
Normal ED	10/35			
Resistant ED	0/25			
Mental Defense	5			
Power Defense	5			
Flash Defense	3 (Sight Group)			

	_
SENSES	
Perception Roll (9+INT/5)11-	_
Enhanced and Unusual Senses	
	_
	_
	_
	-
	- ,

СОМВАТ МО	DIF	IERS	
Range (m) 0-8 9-16 17-32 3	33-64 -6	65-125 -8	126-250 -10
Targeting Shot	OCV	Hit Lo	cation
Head Shot (Head to Shoulders)	-4	1d6	5+3
High Shot (Head to Vitals)	-2	2d6	3+1
Body Shot (Hands to Legs)	-1	2d6	6+4
Low Shot (Shoulders to Feet)	-2	2d6	6+7*
Leg Shot (Vitals to Feet)	-4	1d6	+12
* Treat a 19 as the	Feet loo	cation	

MOVEMENT				
Туре	Combat	Noncombat		
Run (12m)	12m	24m		
Swim (4m)	4m	8m		
H. Leap (4m)	4m	8m		
V. Leap (2m)	2m	<u>4m</u>		
<u>Swinging</u>	120m	240m		
Movement SFX				

CHARACTER INFORMATION

Character Name Chains

Height <u>2.00 m</u> Weight <u>100.00 kg</u> Hair color <u>Brown</u> Eye color <u>Brown</u>



CAMPAIGN INFORMATION	
Campaign Name	
Genre	
Gamemaster	

SKILLS, PERKS, & TALENTS				
Cost	Name	Roll		
_3	Breakfall	13		
9	Contortionist	16		
12	+1 Overall			
		_		

	POWERS AND EQUIPMENT					
Cost	Name	Power/Equipment	END			
39		Resistant Protection (IS PD/IO ED)				
3		Sight Group Flash Defense (3 points)				
60	Chain Power	Multipower, 60-point reserve				
6f	Chain Hit	1) Blast 9 ½d6, Armor Piercing (+¼) (60 APs)	_6_			
3f	Wraparound I	2) Entangle 6d6, 6 PD/6 ED (60 APs); Feedback (-1)	_6_			
3f	Slingshot Strength	3) +40 STR, Reduced Endurance (0 END; +½) (60 APs); Extra Time (Full Phase, -½), Only For Throwing (-½)				
2f	Chain manipulation	4) Telekinesis (20 STR) (30 APs); Physical Manifestation (-4)	3			
8v	Resilient Form I	5) Resistant Protection (IS PD/IS ED/S Mental Defense/S Power Defense) (Impermeable)				
		(60 APs); Costs Endurance (-½)	6			
12v		6) Swinging 120m (60 APs)	6			
			_			
			_			
			_			
			_			
			—			
		-	_			
136	Total Powers/E	quipment Cost				

	MATCHING COMPLICATIONS (75)					
Cost	Complication					
_30	Hunted: Police Very Frequently (Mo Pow; NCI; Harshly Punish)	Very Frequently				
_10	Negative Reputation: , Frequently					
_10	Rivalry: Professional, Rival gang, Rival is As Powerful, Seek to Harm or Kill Rival, Rival Aware of Rivalry					
_10	Psychological Complication: Devoted to gang (Common; Moderate)					
l						
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l						
l						
l						
60	Total Complications Points					